

JØTUNGARD

Everything a player needs to know for large races in this supplement for the world's greatest roleplaying game



CREDITS

Lead Designer/Producer: SwordMeow

References: Player's Handbook, Monster Manual, Dungeon Master's Guide, Dark Arts Player's Companion, Sprouting Chaos Player's Companion

Creation Platform: The Homebrewery

Cover Illustrator: Anthony L. M.

Interior Illustrators: Unknown (Silent in the Trees), Damien Mammoliti (Tales of Arcana: Minotaur), Rob Joseph (Epic Orc, Horn Headed Warrior, The Grey Champion), Josh Corpuz (Oni 2), Rob Joseph (Storm Walker, Rule the Dark, Oblivion), Jacob Thompson (hello, treant.), Gary Laib (Treant), Kekai Kotaki (Centaur Picture), Bern Foster (Colossal ape), Mattijs (Fury)

Proofreading/Editing: Users Zagorath and IrishBandit through previous draft r/boh5e review and several others in the Discord of Many Things

Special Mention: /u/thewickling for art formatting assistance

CONTENTS

CHAPTER 1: LARGE

Large Mechanics.....	3
Minotaur.....	4
Half-Ogre.....	5
Onling.....	8
Goliath.....	9
Young Treant.....	12
Centaur.....	14

CHAPTER 2: MAKING MORE

Using This Template.....	15
--------------------------	----



PREFACE

Large races have often been a next logical step for race homebrewers, and examples of them can be found in many homebrew communities. Even Wizards of the Coast has struggled with this, and decided against making their minotaur (found in Unearthed Arcana: Waterborne) of large size. However, this aims to give a common ruleset for anyone to use for their own Large races and several examples of its use.

ON THE COVER

A quote from this depiction of a minotaur by Anthony L. M. "...the people of Athens were at one point compelled by King Minos of Crete to choose 14 young noble citizens to be offered as sacrificial victims to the monster for devour in retribution for the death of Minos' son Androgeos. The offerings were to take place every one, seven or nine years, the victims were drawn by lots, were required to go unarmed, and would end up either being consumed by Minotaur or getting lost and perishing in the Labyrinth..."



Created Spring 2017

Disclaimer: SwordMeow is not responsible for any lost lifting competitions with giants, any halflings thrown by half-ogres a little too far, or any reparations of 6000 gp large sized plate mail injuries

CHAPTER 1: LARGE

This chapter presents the rules for large sized player races, and races with such rules.

LARGE MECHANICS

Large races operate under another ruleset that takes precedence over other rules because of their size. These rules apply to all races of large size, unless altered in that specific race. This overarching ruleset can also be applied to any other races that the DM may wish to be large, whether through simple tweaking or the creation of new race options altogether, which is detailed in chapter 2. This ruleset is intended to mean that being large is better than being medium or small, and the races are balanced accordingly.

GENERAL FACTORS

These bullets are provided to place all the changes in their entirety in a single place of reference. Only a few of these will come up often, and those are fairly simple and memorable. The changes are as follows:

- The races have advantage on Strength ability checks and Strength saving throws. For this reason, these races are assumed to be strong, and do not need to gain a Strength score bonus—they will usually roll high anyway, except on attacks and damage.
- The Large weapons deal an extra 1d4 damage.
- Your normal unarmed strike damage is 2 + your Strength modifier.
- The creature takes up a 10 by 10 foot area.
- To fit into a Medium area, the creature must squeeze into the space costing double its movement, disadvantage on attack rolls and Dexterity saving throws, and attack rolls against it to have advantage.
- The creature's push, drag, lift, and carrying capacity are all calculated for Large size. Push, drag, and lift are 60 times your Strength score while carrying capacity multiplies your Strength score by 30 unless otherwise noted.
- The races are able to grapple and shove Huge creatures.
- If you attempt to handle something very small, such as a vial of acid, the DM may call for a Dexterity check where a smaller sized creature would automatically succeed.
- You require mounts at least one size larger than you as normal.
- You require four times as much food as normal and your armor requires four times the materials to be made. It is about that much more expensive, and that's assuming you can find it. Based on how common these races are in your world, they might be found in populous cities. You also require larger shields, which are more common, but give no bonus to AC outside the norm.
- All of these races still count as humanoids unless otherwise noted.

WEAPON USAGE

- If you are proficient in any weapon, you are considered proficient for its Large sized version as well.
- The Large versions of weapons are not very common. They cost at least twice that of a normal weapon. You may start with a single Large-sized weapon.





MINOTAUR

These bull-human crossbreeds have a reputation for being found in caves and labyrinths used as guards. However, that was hundreds of years ago. Although some still do so, most Minotaurs work in cities as a remarkable labor force of blacksmiths, masons, or any other profession that might require excellent strength. They're also very shrewd, and can learn magic as well as any high elf, given the opportunity.

Ability Score Increase. Your Intelligence score increases by 2. Minotaurs have an excellent memory and surprising problem solving abilities.

Age. Minotaurs, for their monstrous nature, live a fairly long life, and their memories live longer. Minotaurs mature at around 25, growing continuously until then. They live to be about 150 years old.

Alignment. Minotaurs occasionally experience prejudice or at least wariness from the more reputably civilized races. This can push them to chaotic alignments, or make them want to prove themselves reliable and lawful.

Size. Minotaurs stand anywhere from 8 to 11 feet tall, and weigh anywhere from 1300 to 1600 pounds. Your size is Large.

Speed. Your base walking speed is 35 feet. Minotaurs are strong, and able to charge forward much easier than other races.

Darkvision. Accustomed to life in caverns and mazes, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Horns. You are never defenseless. Your large skull and protruding horns count as natural weapons which deal 1d8 + your Strength modifier in damage if you hit, and you choose to deal either bludgeoning or piercing damage.

Labyrinthine Recall. You can perfectly recall any path you have travelled.

Languages. Your minotaur speaks Common, and Dwarven. The minotaur version of Dwarven is more round and distinct, but understandable enough.

OPTIONAL FEAT

If your DM allows feats from Chapter 6 of the *Player's Handbook*, your minotaur character has access to the following special feat.

CRETIAN HASTE

Prerequisite: Minotaur

The minotaurs of old had aggressive talents that are now used in the circus; minotaurs competing for glory. You gain the following benefits:

- When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.
- Your horns use a d12 for damage.
- You gain proficiency in Performance, and add double your proficiency bonus to the check for any ability checks made after killing or knocking out a creature.



HALF-OGRE (OGRILLON)

If tieflings are the criminals of the streets, ogrillon are the brutes of the wilds. Really, they aren't much dumber than the average human, and they can usually outsmart an orc.

Whether their non-ogre parentage is orc, hobgoblin, human, bugbear, troll or something else, ogrillon are almost always shunned from elven forests, rejected from human settlements, and chased from dwarven mines. For this reason, kindness is a luxury to ogrillon, and they remember those that bestow it—usually others like them. Urban minotaurs almost always offer a hand, and they make great friends to half-orcs, as well.

Many of the ogrillon traits depend on their parentage, while some are characteristic to all.

UNWISHED JUDGEMENT

From even their own kind, half-ogres stand out. Not quite big enough to whip a raid into action, not quite small enough to be normal. The effect this has is that many half-ogres are loners, or at least spend part of their lives that way. They're intelligent enough to learn to survive on their own, but usually not civilized enough to make it in any non-tribal society.

They aren't necessarily quick to anger, but when dealing with events and people they do not comprehend, they aren't usually quick to thoughtfulness. When half-ogres do well in society, it is usually with dwarves or humans: dwarves because they match up to their heartiness and spirit, and humans because, on occasion, they can still be more normal looking than an odd human.

HALF-OGRE TRAITS

Your half-ogre has rather standard set of abilities from one parent, but more varied traits from the other.

Ability Score Increase. Your Constitution score increases by 1.

Age. An ogrillon matures a bit later, at around 23, and can live to around 80.

Alignment. Because of the world's influence on them, most ogrillon end up some sort of chaotic alignment. It is not uncommon for the offspring of an ogre to have a heart of gold, defying their parentage.

Size. Ogrillon height varies between 8 to near 11 feet in height, exceptional ones reaching 12. Average weight is around 750. Your size is Large.

Speed. Ogrillon are fairly big, and don't move exceptionally fast, except when chasing; some are remarkably suited to playing tag. Your base walking speed is 25 feet.

Darkvision. Accustomed to life in forests and night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Languages. Most ogrillon don't actually speak Common. You can speak, read, and write Giant and one other language depending on your subrace.

Subrace. There are five main kinds of Ogrillon based on their heritage. Choose one of these options.



BOGRE

As a bogre, you are the offspring of a bugbear and an ogre. Bugbears recognize your might, but you would be an outcast to them, and make for an easy target of ogre bullies. This could drive you to escape from your bad parentage, or make you very aggressive, or both.

Ability Score Increase. Your Constitution score increases by 1.

Long-Limbed. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

Ambuscade. Your warlike tendencies from your bugbear side give you an upper hand at the start of combat. You have advantage on initiative rolls.

Languages. In addition to Giant, you can speak, read, and write Goblin.

OROG

An orog is a powerful addition to any orc tribe, and they often threaten to attain leadership of it. They usually make better hunters, healers, stalkers, and scouts—they perceive much, and forget little.

Ability Score Increase. You choose to increase either your Wisdom or your Intelligence scores by 1.

Cunning. You have proficiency in the Perception skill. Whenever you make an Intelligence (History) check related to battle tactics, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Aggressive. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

Languages. In addition to Giant, you can speak, read, and write Orc.

HOB-OGRE

Ogres can sometimes cow goblinoid tribes into submission, and if they stick around long enough, a hob-ogre can happen. Bigger and fiercer than a normal hobgoblin, these creatures are held up to all the ideals of glory, war, honor, and victory, and then some. Failure for a hob-ogre is even more harsh than normal. How could they lose when they're so much mightier? This might they impose allows them to easily sway goblins and other beings to their will.

Ability Score Increase. Your Charisma score increases by 2.

Saving Face. Hobgoblins, and thus Hob-Ogres, are careful not to show weakness in front of their allies for fear of losing status. If you miss with an attack roll or fail an ability check or saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +5). Once you use this trait, you can't use it again until you finish a short or long rest.

Languages. In addition to Giant, you can speak, read, and write Goblin.

OLL

The offspring of ogres and trolls are simply called olls. Ugly, limber and gangly creatures, they have a much weaker regeneration trait, but are still fairly effective in combat. These creatures are strange; they are much lighter on their feet than size would tell, and slink nimbly around battlefields just as well as they do city streets.

Ability Score Increase. Your Dexterity score increases by 1.

Minor Regeneration. You cannot reattach limbs like those of your lineage, or grow freaky appendages. Those cut off from you cannot attack on their own. However, at the beginning of your turn, you gain temporary hitpoints equal to twice your proficiency bonus. If you have 0 hitpoints, these temporary hitpoints will not revive you. You lose this feature for one round if you take fire or acid damage.

During a long rest, you can reattach any limbs you have lost if they were detached from you less than 24 hours ago and still in fairly decent condition.

Slinking. You have proficiency in Stealth.

Languages. In addition to Giant, you can speak, read, and write Orc.

HALF-HUMAN

The half-ogres of this branch of kinship have no standard name, they simply go by "half-human." It certainly gives a better impression than saying you're half-ogre. These fit in the best with other civilized races, but that still isn't much. In comparison to the other ogre spawn, the half-humans look a lot like humans; they're just bigger, and maybe a tad uglier.

Ability Score Increase. You can increase one ability score that isn't Constitution by 2, or you can increase two other scores by 1.

Skill Versatility. You gain proficiency in two skills of your choice.

Languages. In addition to Giant, you can speak, read, and write Common.



ONLING (HALF-ONI)

Onis are terrible creatures. Living bogeymen. Ogre fiends. However, even they reproduce, and the result is almost always an onling. Because onis crave magic and its power, they most often mate with evil mages who put them to use. This usually doesn't include humans as those are its favored food, but they will cooperate when coaxed, at least for a while; more often, perhaps, the magical deception is useful to a scheming high elf or a powerful green dragonborn. Regardless, the non-oni parentage hardly matters in the traits the Onling have.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Age. Onlings fully grow to maturity by around 25, and live to be around a century.

Alignment. Unfortunately, most onling follow in their parent's footsteps, using their innate magic for devious purposes and their self centered ego, but they more easily adapt to rules and the inner workings of culture to succeed through it. Most onlings are Lawful Evil.

Size. Half-onis are not as big as their parents but they still tower over normal people, usually about 7 to 9 feet tall, and weigh around 400-500 pounds. Your size is Large.

Speed. Your base walking speed is 30 feet. You lack the ability of flight that normal Onis have.

Dark Beguiling. You know either the *umbraturgy* cantrip or *disguise self*. Once you cast this spell, you can't cast it again with this trait until you finish a short or long rest. When you use this version of *disguise self*, you can seem up to 3 feet shorter than normal, allowing you to more easily blend in with humans and elves.

Darkvision. With eyes from your nightmarish parent, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Languages. You can speak, read, and write Common and Giant.

UMBRATURGY

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V

Duration: Concentration, up to 1 hour

You compell shadows to create one of the following effects at a point you can see within range:

- The shadow of a creature or object changes size or shape, up to a maximum of double or half its normal size.
- You cause shadows to conceal a creature in dim light or darkness, giving them advantage on their next Dexterity (Stealth) check within the next minute as long as they remain in the dim light or darkness.
- A creature or object's shape becomes either harder or softer, making its form either easier or harder to discern from the shape of the shadow.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.





GOLIATH

"Why, man, he doth bestride the narrow world like a Colossus, and we petty men walk under his huge legs and peep about to find ourselves dishonorable graves. Men at some time are masters of their fates. The fault, dear Brutus, is not in our stars but in ourselves, that we are underlings."

-William Shakespeare, *Julius Caesar*

Once, the gods, in the form of men, walked upon the earth and blessed it. They climbed mountains in passing, and waded kraken filled seas in their baths. Once. These legends circle and grow around mountain fires, on snow-streaked ridges and barren arctic wastelands, fires that warm the chilled skin of a people who are but a shell of their ancestors: the giants, who now weep and shiver in their graves and halls. These people are all that are left of the great striders of the world.

ROBUST AND FAIR

The small, minimal subsistence tribes that hike the cliffs and spines are challenged eternally for food, water, shelter, and life. There is no room for failure among a tribe such as this, and each accomplishment raises the bar for every other goliath in the tribe.

These people candidly place weight on individual skill and duty to the tribe. Defeat is sometimes inevitable, and is used as a tool for future victories; however, when victories are tallied by the fortunate, defeats always outlive such defeasible goliaths.

OPEN LAW

The most successful tribal leaders are those who can show their strength and endurance, as well as use it. The idea of a bloodline of rulers is utterly alien to them, because the person with the most perserverance and might should always rule. This ideal often comes into conflict with any kind of government that doesn't suit this type.

COLD AND CINDER

Two descendent lines of the almighty giants remain standing in the face of the world, that of fire, and those of ice. Some tribes are monotypical, while others include both kinds due to the rare joining of tribes.

Regardless of the history, every member of the tribe is expected to give not their best, but the best of the majority of the tribe. This includes the old, sick, and injured. Any such goliath usually dies in an attempt to keep up, or quietly slips away in a storm to perish.

AN EXTINGUISHING PRIDE

All goliaths have a sense of pride from their giant heritage, but both they and this pride are dwindling by the day. The ordning is no more than a faint word in a gallant chant that means something or other official. The goliaths are dying, and they know it: for the last hundreds of years, the amount of tribes has declined, to the point where only ice and fire are left. The thought that perhaps these, too, will leave the world through death and failure is a marking of maturity.

GOLIATH NAMES

Remnants of a culture long dead still grip the hearts and minds of the goliaths today, including their naming system: a birth name assigned by a parent, a nickname assigned by the tribal chief, and a family or clan name. A birth name is up to three syllables long, a nickname is usually a combination of two words, and clan names range from three to eight syllables.

Birth names are usually linked to initial appearance or prior experience of the parentage, but a gender link is rare, as goliaths see equality, and no one has a right to any name before they prove themselves, and no kind of name is better than any other.

A nickname can and usually is revised by the goliath's latest great deed, whether it be good or ill. Goliaths assign nicknames to other races, and use them in common speech to refer to individuals.

All three names are usually presented with an introduction, because any individual is the sum of who they were born from, who they were born as, and who they have become.

Birth Names: Aglo, Aukan, Akeldama, Eklath, Gael, Graeel, Ilikan, Jontar, Jonvagus, Keori, Kuorruk, Manneo, Nalla, Orag, Orilo, Paavu, Pethani, Thalai, Thotham, Trogdor, Uthal, Uther, Vaegar, Vimak

Nicknames: Bearslayer, Dawncaller, Dragonsbane, Fearless, Flintseer, Hornhunter, Lonehunter, Mofu, Skywatcher, Swordmeow, Threadtwister, Twice-Orphaned, Twisted-Torc, Wordpainter, Wrathless

Clan Names: Anakalathai, Elanithino, Gathakanathi, Gorthallanka, Kalagiani, Katholavi, Kolaigileana, Moonsnow, Ogolakanu, Thuliaga, Thunukalathi, Thjornada, Vaimelaga, Vyvenskia

GOLIATH TRAITS

The Flame and Frozen goliaths are brothers of the same kin, and all share core qualities.

Age. The age of any goliath is an unpredictable variable. Due to the harsh climate and general danger, goliaths over 100 are rare, but it is conceivable a sustained goliath could live for a handful of centuries. They enter real adulthood in their late twenties, but are often considered mature mentally by their earlier twenties.

Alignment. The goliath society with its defined duty and roles has a pure lawful bent, over anything else. Neutral is the most common, but good, neutral, or evil, the law is more important to any goliath than their altruism or lack thereof.

Size. Goliaths are between 11 and 14 feet tall and weigh between 1000 and 1400 pounds. Your size is Large.

Speed. Your base walking speed is 40 feet. The legs and stature of the giants of old still hold true in their walk.

Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Jörmungandr. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift, in addition to grappling and shoving.

Languages. You can speak, read, and write Common and Giant.

Subrace. There are only two kinds of goliaths left in the world, from which you choose one.

CINDER GOLIATH

You come from the smiths and forgers of old, whose craft has now been taken up by the dwarves, yet the fire of war burns within you still.

Ability Score Increase. Your Strength score increases by 1.

Caramunda. You gain a fighting style of your choice from the Paladin's list in its class page of the *Player's Handbook*.

Ghost of the Anvil. You gain proficiency in smith's tools. This was not taught to you, but came innately as a child, as it comes to all cinder goliaths, like all children knowing how to breathe.

ICE GOLIATH

Your line of goliaths fairs better in the raw mountain cold, and the numbers of this subrace form the majority of the remaining goliaths. There's a streak of sadism in the cold giants: their competition, and perhaps the loss of pride, has led to a less trustworthy individual, yet some who are less social, less caring, or more morally straight do not fit this type.

Ability Score Increase. Your Constitution score increases by 1.

Might of Skadi. You have proficiency in the Deception or the Survival skill.

Cloak of Winter. You have resistance to cold damage.



OPTIONAL FEATS

If your DM allows feats from Chapter 6 of the Player's Handbook, your goliath character has access to the following special feats. The more powerful a goliath becomes, the closer they are to re-emanating the original power of the giants.

SOUL OF THE HEAVENLY JOTUN

Prerequisite: Goliath

The weathering and elemental resistance of ancestors long passed still lives within some goliaths. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have immunity to thunder damage.
- You have advantage on saving throws against being blinded or deafened.

DREAMWALKER

Prerequisite: Goliath

Goliaths that are banished or distanced from others for a time can become strange and warped, like the stone dreamwalkers that once aimlessly wandered the land. Auroras continually follow them, blazing colors of green, blue, and yellow across the sky and space. You are a dreamwalker. You gain the following traits:

- You can't be charmed.
- You carry an aura of the Dreamwalker's Charm. As an action you can activate this aura, causing any creatures of your choice within 30 feet of you must make a Charisma saving throw. On a failed save, the creature is charmed by you. The DC for this ability is 8 + your proficiency bonus + your Charisma modifier. A creature charmed in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This effect lasts for one minute. Once you use this ability, you can't do so again until you finish a short or long rest.

FORGE OF HEPHAESTUS

Prerequisite: Goliath

The fuel of ages continues to feed the life force of the world. Through smoke, melting, shaping, and smithing, you wield the world and mold it to your own. You gain the following benefits:

- You gain resistance to fire damage.
- You gain proficiency in smith's tools. If you were already proficient, double your proficiency for those tools.
- You can choose to improve a weapon or armor. When you have access to a forge, at least rudimentary, you can mold weapons with the grip of titans, and armor with the protection of gods. When you use your smith's tools, you can instill cold or fire resistance in armor. This resistance lasts for 24 hours before it wears off. When you use your smith's tools on a weapon, you can grant it a bonus of +1 to attack rolls or +2 to damage rolls, which also fades in 24 hours.





YOUNG TREANT

Treants, or Ents, are awakened trees that live in sylvan glades, hearts of nature, and forests of gods. Some trees are born to be treants and awaken over their lifespan, slowly coming to sentience, but others are chosen through magic of nature. Trees can take decades to awaken, patiently growing and awaiting the arrival of the mind.

ORIGINAL GUARDIANS

The treants were the first to walk and protect nature from its enemies of darkness. Forests grew them in an act of self preservation. It is likely that treants will also be the last guardians of nature, so rooted they are in their legend status and will. It is often spoke that treants were the first to teach druids how to learn and divine the will of nature, and all treants command a more ancient magic.

CHILDREN'S TELL THE WILDWATCHERS

Most treants are nearly indistinguishable from normal trees when not moving, and even more so before they have reached full sentience. However, through either some random chance or intentional design of the gods, any child of any race can always tell if a tree is a treant or not, or if it is growing to become one.

There's something about the big, gentle presence of a treant that is both calming and energetically invigorating at the same time. Treants can represent the innocence of nature, even though treants have no standard age limit and can live for millenia, always growing, watching, and helping. Treants are all a little different because of who they were exposed to while growing as a tree. You can select or roll a quirk from the table below.

d6 Quirk

- 1 **Photovore.** You view any kind of eating other than photosynthesis as strange, and maybe abhorrent.
- 2 **Rain Lover.** You absolutely adore the rain, it fills you with joy. Who doesn't love a water bath while walking?
- 3 **Pet Keeper.** You constantly have birds, squirrels, and other animals nesting or chirping on you.
- 4 **Pyrophobic.** Fire is a deathly worrisome danger, and thoughts of it fill your anxious mind.
- 5 **Head in the Clouds.** You often forget and place little importance on current issues, thoughts wandering back to the grove where you matured.
- 6 **Surface Strider.** Caves and the general underground is alien, and you would never venture there for more than a few minutes.

YOUNG TREANT TRAITS

As a young treant, you are not as grandiose as some of the older and more powerful treants, few of which are left, that stalk the forests. You may be a new treant or one that has recently been awoken. Recently for a treant.

Ability Score Increase. Your Constitution score increases by 1, and your Wisdom score increases by 2.

Age. Age, to treants, is a trifle thing. Time passes with the seasons, and treants can age decades and grow only a few feet. As a young treant, you might be of any range from newly awoken to half a millenium.

Alignment. Treants are almost always some alignment of good, whether they be carefree and impulsive, or work consistently with ranger conclaves and druid circles to protect their world. Neutral treants are somewhat irregular, but older or more isolated treants sometimes begin to see more balance than good. Evil treants are nearly never seen, but if they ever are, they are a truly terrifying force: hunting and actively harming others who dare to trespass into a pass of the woods, or even turning on their own kind.

Size. Treants can range from a fresh 8 feet to nearly 18 feet in height, and some trees are stout and round, while others are tall and thin. You weigh between 700 and 1300 pounds. Your size is Large.

Speed. Treants are big, slow, and heavy, but the width of stride can cover that up. Your base walking speed is 30 feet.

Wooden Make. You have vulnerability to fire damage and deal double damage to objects and structures.

Photosynthesis. You do not need to sleep while in sunlight. Instead, you can choose to sunbathe for 4 hours a day. While sunbathing, you can dream after a fashion; such dreams are the fleeting half memories of when you were still a normal tree. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep, and you are considered fully nourished for the rest of the day. You can still sleep as normal while not in sunlight.

For every week that you go without photosynthesizing or spending an equivalent amount of time on the surface in sunlight, you suffer one level of exhaustion.

Bastion Arms. You can slam your body into a creature. Your arms are natural weapons which deal bludgeoning damage equal to 1d6 + your Strength modifier.

Force of Nature. You know the *druidcraft* cantrip. When you reach 3rd level, you can cast *shield of faith* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *barkskin* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Stand your Ground. As a bonus action, you can root yourself into the ground, causing your speed to drop to 0. You cannot be knocked prone or otherwise moved against your will while rooted. You can uproot yourself as a bonus action.

Languages. You can speak, read, and write Sylvan and another language of your choice. Treants usually know Sylvan and whatever language they were exposed to most often by forest dwellers while they were a sapling, which is normally Common or Elvish.



CENTAUR

"Perhaps you haven't seen any Centaurs yet? There were some in the battle yesterday. Most remarkable people, but I can't say I feel quite at home with them yet... No one ever laughed at a centaur."

-Trufflehunter to Peter, *Prince Caspian* by C.S. Lewis

Some centaurs are wild and revel in drunkenness and fun, while others are noble and watchful. Centaurs reside over grasslands, light woodlands, and deserts in the world within their herds. They are a nomadic people, and brave. They don't take to war easily, but when battle comes, they are a stalwart friend and a worthy adversary.

STAR GAZERS

On the open plains, centaurs spend many late nights looking deep into the stars. They are skilled astrologists, which is a gigantic part of their culture. Centaurs are often prophets or healers, and have a close connection with the natural world, but are adept at civilization as well and are shrewd negotiators. All centaurs are capable warriors.

CENTAUR TRAITS

The colors and names vary from tribe to tribe, but all centaurs of the same make. Your centaur has these characteristics.

Ability Score Increase. Your Intelligence and Wisdom scores increase by 1.

Age. Centaurs have a lifespan equivalent to that of humans, maturing around 20 and living into their 80s.

Alignment. Centaurs have a pagan and wild nature within them, but also a tribal collective sense. In addition to their noble hearts, this usually leans them to neutral good.

Size. Being half horse, your size is Large. You weigh between 1400 to 2100 pounds.

Speed. Your base walking speed is 40 feet.

Equinity. You can be ridden by bipedal creatures as an intelligent mount, and you can't ride mounts yourself unless they are specially made or able to accommodate you.

Half Man. Unlike most large sized creatures, your arms and upper body are medium sized, meaning you don't use large sized weapons and you lack proficiency in them. All other rules of large size still apply to you.

Hooves. Your hooves are a natural weapon, which deal 1d10 bludgeoning + your Strength modifier in damage.

Battle Champions. You gain proficiency in two martial weapons of your choice. Common choices include pikes, greataxes, lances, and glaives.

Astrologists. You know the *augury* spell and can cast it at will. You also don't require the material components of the spell.

Open Range Wanderers. You're naturally adapted to hot climates, as described in chapter 5 of the *Dungeon Master's Guide*.



CHAPTER 2: MAKING MORE

This template of large races can be easily used and applied for other races, even if it doesn't fit perfectly and needs to be altered, as with the centaur. The important thing to remember is that being large sized is more than a third of any given race's power. This is why many of the races in this compendium have less than three

Ability Score Increases, where as with a medium or small race, three or four Ability Score Increases is perfectly apt.

With as little as large size, two ASIs, and two useful racial features, a race can be as strong as the average *Player's Handbook* race: it is very easy to go over and make a large race too strong. This is why the goliath only has a single ability score increase.

With less room to work with than other races, feel free to sacrifice ASIs for more unique racial abilities. In addition, any drawbacks you can give to a large race such as reduced movement speed like the half-ogre or a vulnerability like the treant gives you back space to make abilities for the races. However, be very careful with drawbacks, because if a player who is new or is not familiar with playing a race to its strengths selects a race with a significant downside, it can become a much bigger detriment than was aimed to be in design. This guide will give two examples for large race design: first a goliath subrace, and then a full fledged large race.

EXAMPLE LARGE SUBRACE: STORMFRONT

The subrace room in the goliath is small, but noteworthy. Cinder and Ice goliaths gain a single ASI, a proficiency, and a substantial feature—resistance to cold and a choice of fighting style.

The nature of storm giants can also be expressed with a resistance to lightning, which is on par with cold resistance. Storm giants are renowned for their mental capabilities, so Wisdom is a fitting choice for their ability score. Finally, while a storm giant does have skills, their ability to swim and breathe air and water is more core to their physical aspects, but together would most likely be too much, so we choose the swim speed. Finally, we end up with this:

Ability Score Increase. Your Wisdom score increases by 1.

Of Cloud and Storm. You have a swim speed equal to your base walking speed.

Thunderstruck. You have resistance to lightning damage.

EXAMPLE RACE: GORILLAN

A gorilla-like jungle race that inhabits the thickest tropical woods. White furred people who live and climb humongous trees, gorillans find overgrown castle ruins and live in them. These apes are not simple primates, but make and use sharp edged weapons, fight fast and agile, have a language, and are natural healers. From this description so far, Wisdom and Dexterity ability scores fit, and will result in primarily rangers, druids, and rogues, which fits thematically, but because of a constant 1d4 weapon damage bonus, barbarian and fighter are always viable. Gorillans are usually peaceful within their own communities, but hunting leads them to make weapons. We end up with this:

Ability Score Increase. Your Dexterity and Wisdom scores increase by 1.

Age. Gorillans don't live very long and live fleetingly in comparison to other races. Gorillans grow to full size at about twenty and live to be about fifty.

Alignment. Many gorillans are tribe-centered, but their curious and sudden-change nature pull them more towards chaotic. They aren't particularly driven, but neither do they care much for the world outside the jungles, and so usually are neutral.

Size. Gorillans grow to be quite swole, and big gorillans are the reasons for staying out of the thicker parts of the jungle. Your size is Large.

Speed. Your base walking speed is 30 feet.

Eyes of Capricorn. Your vision is not impaired by heavy precipitation as described in chapter 5 of the *Dungeon Master's Guide*. In addition, you can see in dark and dim conditions. You can see dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

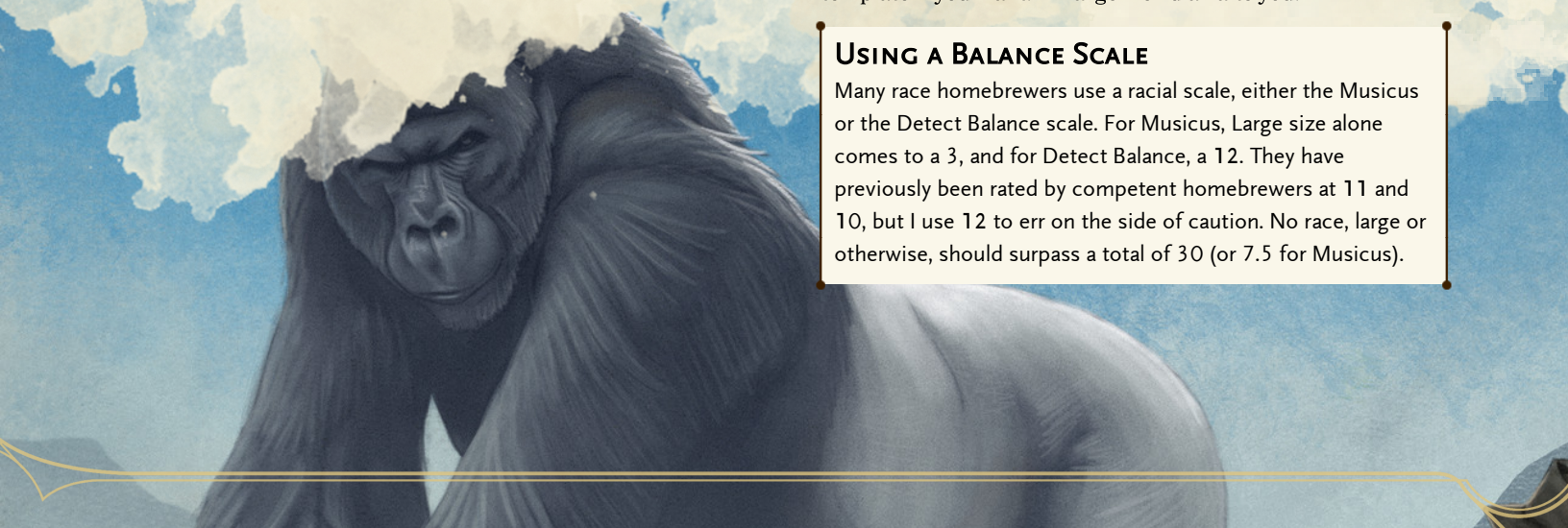
Trunk Climbers. Climbing and crawling no longer costs you extra movement.

Teachings of the Clan. You have proficiency in either Medicine, Nature, or Survival.

And that's all that will fit in a large race without it becoming too powerful. It does not appear to be much, and it isn't, because it being large is such a short written but substantially powerful feature. Again, removing one of the ability scores would create more room. Good luck on your own homebrews, and you can credit me for the large template if you want. A Large world awaits you.

USING A BALANCE SCALE

Many race homebrewers use a racial scale, either the Musicus or the Detect Balance scale. For Musicus, Large size alone comes to a 3, and for Detect Balance, a 12. They have previously been rated by competent homebrewers at 11 and 10, but I use 12 to err on the side of caution. No race, large or otherwise, should surpass a total of 30 (or 7.5 for Musicus).





JØTUNGARD